AMENDMENTS TO THE CLAIMS

Claims 1-8, 10-13, 18-21, 29-30, 55-61, and 70-83 were pending at the time of the Office Action.

Claims 9, 14-17, 22-28, 31-54, 62-69, and 84-86 were previously canceled.

Claims 1, 6-8, 10-11, 13, 19-21, 29-30, 55-59, 70-71, 73, and 75 are amended.

Claims 1-8, 10-13, 18-21, 29-30, 55-61, and 70-83 remain pending.

1. (Currently Amended) A game console, comprising:

    a memory;

    a processor coupled to the memory; and

    a console application stored in the memory and executable on the processor, the console application ~~presenting a user interface~~ to facilitate access to multiple ~~different~~ media types associated with a plurality of different media sources_by presenting graphics on a user interface, the graphics comprising:~~,~~

        a plurality of different graphical elements, each graphical element associated with one of the multiple media types; and

        a menu layout accessible via each of the graphical elements, the menu layout including:

            a list portion showing a list of available titles of one of the multiple media types;

            an image portion outside of the list portion, the image portion depicting an image from a title currently

selected from the list of available titles of the one media type;

a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles of the one media type,

wherein the multiple media types includes a game media type, a music media type, and a movie media type ~~each of the multiple different media types has an associated graphical element in the user interface, and wherein each of the multiple different media types has an associated menu that is displayed upon selection of the associated graphical element in the user interface,~~

~~each associated menu including at least one menu item having an associated media that corresponds a media type associated with a corresponding one of the associated menus, the menu items listed in the associated menus automatically based on a media type associated with a given associated menu.~~

2. (Original) A game console as recited in claim 1, wherein the memory comprises a hard disk drive.

3. (Original) A game console as recited in claim 1, wherein the media types are selected from a group of media types comprising game data, audio data, and video data.

4. (Original) A game console as recited in claim 1, wherein at least one media type is stored remotely from the game console.

5. (Previously Presented) A game console as recited in claim 1, wherein the media types include system settings.

6. (Currently Amended) A game console as recited in claim 1 ~~claim 5~~, wherein the list of available titles includes a list of available games, the image portion depicting an image from a title includes an image portion that depicts an image from a currently selected game, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected game ~~user interface comprises a games collection menu that is presented upon selection of a selectable graphical element that relates to a game media type, the games collection menu identifying currently available games~~.

7. (Currently Amended) A game console as recited in claim 1 ~~claim 5~~, wherein the list of available titles includes a list of a available music files, the image portion depicting an image from a title includes an portion that depicts an image from a currently selected music file, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected music file ~~user interface comprises a music collection menu that is presented upon selection of a selectable graphical element that relates to an audio media type, the music collection menu identifying currently available music~~.

8.   (Currently Amended)   A game console as recited in claim 1 ~~claim 5~~, wherein the list of available titles includes a list of available movies, the image portion depicting image from a title includes an image portion that depicts a currently selected movie file, and a panel portion displaying descriptive information includes a panel portion that displays information regarding the currently selected movie ~~user interface comprises a movie collection menu that is presented upon selection of a selectable graphical element that relates to a video media type, the movie collection menu identifying currently available movies~~.

9.   (Canceled).

10.   (Currently Amended)   A game console as recited in claim 1, further comprising:

      a portable media drive configured to communicate with a portable memory device that stores a particular media type; and

      wherein further, the user interface ~~being~~ is configured to facilitate access to media types other than the particular media type stored in the portable media drive.

11.   (Currently Amended) A game console as recited in claim 1, further comprising:

      a portable media drive configured to communicate with a portable memory device; and

      one or more portable memory units contained in a game controller; and

wherein the game console ~~being~~ is configured to present a user interface identifying the memory, the portable memory device, and the memory units that are available for storage of user data.

12. (Original) A game console as recited in claim 1, wherein the user interface comprises a parental control settings menu that allows a user to set various content filter levels for the different media types.

13. (Currently Amended) A game console, comprising:

an integrated hard disk memory that stores instructions required for running games on the game console;

a processor coupled to the hard disk memory; and

a console application stored in the hard disk memory and executed on the processor, wherein the console application presents a user interface to facilitate access to multiple different media types associated with a plurality of different sources and to facilitate access to game console settings, and to identify contents of the hard disk drive, wherein the user interface includes:

a main menu that identifies different media types; and

a collection menu that is accessible via the main menu, the collection menu comprising:

a list portion showing one or more titles from one of a game media type, a music media, and a movie media type;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles,

~~a games collection menu selectable from the main menu to identify one or more game titles that are currently available to play;~~

~~a music collection menu selectable from the main menu to identify one or more music titles that are currently available to play; and~~

~~a movie collection menu selectable from the main menu to identify one or more movie titles that are currently available to play,~~

the one or more titles listed in the list portion being ~~collection menus are~~ automatically populated ~~listed~~ therein based on a media type selected at the main menu ~~associated with each of the collection menus.~~

14.-17. (Canceled).

18. (Original) A game console as recited in claim 13, wherein the user interface further comprises a memory collection menu selectable from the main menu to identify the hard disk memory and any other memory devices available for storage of user data.

19. (Currently Amended) A game console as recited in claim 13, wherein the user interface further comprises a games option menu selectable from the ~~games~~ collection menu to offer options pertaining to a selected game title.

20. (Currently Amended) A game console as recited in claim 13, wherein the user interface further comprises a music player menu selectable from the ~~music~~ collection menu to facilitate playback of a selected music title.

21. (Currently Amended) A game console as recited in claim 13, wherein the user interface further comprises a movie player selectable from the ~~music~~ collection menu to facilitate playback of a selected movie title.

22.-28. (Canceled).

29. (Currently Amended) A gaming system, comprising:
> a portable memory drive configured to communicate with a portable memory device that stores a first media type, the first media type being one of game media, music media, or movie media;
> a game controller;
> a memory unit coupled to the game controller and configured to store a second media type, the second media type being one of game media, music media, or movie media;
> a processor coupled to the portable memory drive and the memory unit; and

a user interface to facilitate user selection of the first and second media types, the user interface comprises a graphical user interface including:

    a main menu that identifies the game media type, the music media type, and the movie media type;

    a collection menu layout that is accessible by selecting a media type from one of the game media type, the music media type, and the movie media type identified by the main menu, the collection menu comprising:

        a list portion showing one or more available titles of the selected media type;

        an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

        a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles,

    ~~a games collection menu selectable from the main menu to identify one or more game titles of the game media type that are currently available to play;~~

    ~~a music collection menu selectable from the main menu to identify one or more music titles of the music media type that are currently available to play; and~~

a ~~movie collection menu selectable from the main menu to~~
~~identify one or more movie titles of the movie media type that~~
~~are currently available to play,~~

~~wherein~~ the one or more titles listed in the_ list portion
~~collection menus~~ being ~~menus~~ are automatically
populated ~~listed~~ therein based on a media type selected
at the main menu ~~associated with each of the collection~~
~~menus.~~

30. (Currently Amended) A gaming system as recited in claim 29, wherein
the user interface further comprises a graphical user interface comprising:

a games option menu selectable from the ~~games~~ collection menu to offer
options pertaining to a selected game title;

a music player menu selectable from the ~~music~~ collection menu to
facilitate playback of a selected music title; and

a movie player selectable from the ~~music~~ collection menu to facilitate
playback of a selected movie title.

31.-54. (Canceled)

55. (Currently Amended) A method comprising:

presenting a main menu for a game console that identifies different
media types that may be played by the game console, the media
types including a game media type, a music media type, and a movie
media type;

upon selection of one of the media types, navigating to a title collection menu that includes:

    a list portion showing a plurality of titles for the selected media type, the plurality of titles are associated with one of multiple different game sources, multiple different games sources, and multiple different movie sources;

    an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

    a panel portion outside of the list portion, the panel portion displaying descriptive information regarding the title currently selected from the list of available titles,

~~upon selection of the game media type, navigating to a games collection menu that identifies a plurality of game titles that are currently available to play, wherein the plurality of game titles are associated with multiple different game sources;~~

~~upon selection of the music media type, navigating to a music collection menu that identifies a plurality of music titles that are currently available to play, wherein the plurality of music titles are associated with multiple different music sources; and~~

~~upon selection of the movie media type, navigating to a movie collection menu that identifies a plurality of movie titles that are currently available to play, wherein the plurality of movie titles are associated with multiple different movie sources,~~

wherein ~~the~~ available titles listed in the list portion being ~~collection menus are~~ automatically populated ~~listed~~ therein based on the selection of the one ~~a~~ media type ~~associated with each of the collection menus~~.

56. (Currently Amended) A method as recited in claim 55, further comprising, upon selection of a game title from the title ~~game~~ collection menu, navigating to a menu to play the selected game title.

57. (Currently Amended) A method as recited in claim 55, further comprising, upon selection of a music title from the title ~~music~~ collection menu, navigating to a menu to play the selected music title.

58. (Currently Amended) A method as recited in claim 55, further comprising, upon selection of a movie title from the title ~~movie~~ collection menu, navigating to a menu to play the selected movie title.

59. (Currently Amended) A method as recited in claim 55, wherein the game console has one or more memory devices, further comprising presenting a memory ~~collection~~ menu that identifies the one or more memory devices that are available for storage of user data.

60. (Original) A method as recited in claim 59, further comprising, upon selection of a memory device from the memory collection menu, navigating to a memory contents menu that identifies contents of the selected memory device.

61. (Original) One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 55.

62-69. (Canceled)

70. (Currently Amended) A user interface for a game console, comprising:

a main menu configured to identify different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

a title collection menu accessible from the main menu via a selection of one of the media types, the title menu comprising:

a list portion showing a plurality of available titles for play on the game console from the selected media type, the plurality of available titles are associated with one of different game sources, different games sources, and different movie sources;

an image portion outside of the list portion, the image portion depicting an image from a title currently selected from the list of available titles; and

a scrollable panel portion outside of the list portion, the panel portion displaying looped descriptive information regarding the title currently selected from the list of available titles.

~~a games collection menu accessible from the main menu to identify one or more game titles associated with a plurality of different game sources, wherein the identified game titles are currently available to play on the game console;~~

a music collection menu accessible from the main menu to identify one or more music titles associated with a plurality of different music sources, wherein the identified music titles are currently available to play on the game console; and

a movie collection menu accessible from the main menu to identify one or more movie titles associated with a plurality of different movie sources, wherein the identified movie titles are currently available to play on the game console,

wherein the available titles listed in the list portion being collection menus are automatically populated listed therein based on the selection of the one a media type associated with each of the collection menus.

71. (Currently Amended) A user interface as recited in claim 70, further comprising a games option menu accessible from the title games collection menu to offer options pertaining to a particular game title.

72. (Original) A user interface as recited in claim 71, further comprising one or more extensible menus accessible from the games option menu to provide information regarding the particular game title.

73. (Currently Amended) A user interface as recited in claim 70, further comprising a music player menu accessible from the title music collection menu to facilitate playback of a particular music title.

74. (Original) A user interface as recited in claim 73, further comprising one or more soundtrack creation menus accessible from the music player menu to create a soundtrack from one or more tracks of music.

75. (Currently Amended) A user interface as recited in claim 70, further comprising a movie player menu accessible from the title movie collection menu to facilitate playback of a particular movie title.

76. (Original) A user interface as recited in claim 70, further comprising a memory collection menu accessible from the main menu to identify one or more memory devices of the game console.

77. (Original) A user interface as recited in claim 76, further comprising a memory contents menu accessible from the memory collection menu to identify contents of the selected memory device.

78. (Original) A user interface as recited in claim 70, further comprising a settings collection menu accessible from the main menu to offer system level options for operating the game console.

79. (Original) A user interface as recited in claim 78, further comprising a clock settings menu accessible from the settings collection menu to facilitate adjustment of a system clock in the game console.

80. (Original) A user interface as recited in claim 78, further comprising a language settings menu accessible from the settings collection menu to facilitate adjustment of a language used in the game console.

81. (Original) A user interface as recited in claim 78, further comprising an audio settings menu accessible from the settings collection menu to facilitate user selection of an audio mode.

82. (Original) A user interface as recited in claim 78, further comprising a video settings menu accessible from the settings collection menu to facilitate user selection of a video mode.

83. (Original) A user interface as recited in claim 78, further comprising a parental control settings menu accessible from the settings collection menu to allow a user to set various content filter levels for the different media types.

84.-86. (Canceled).